

Fig. 20A

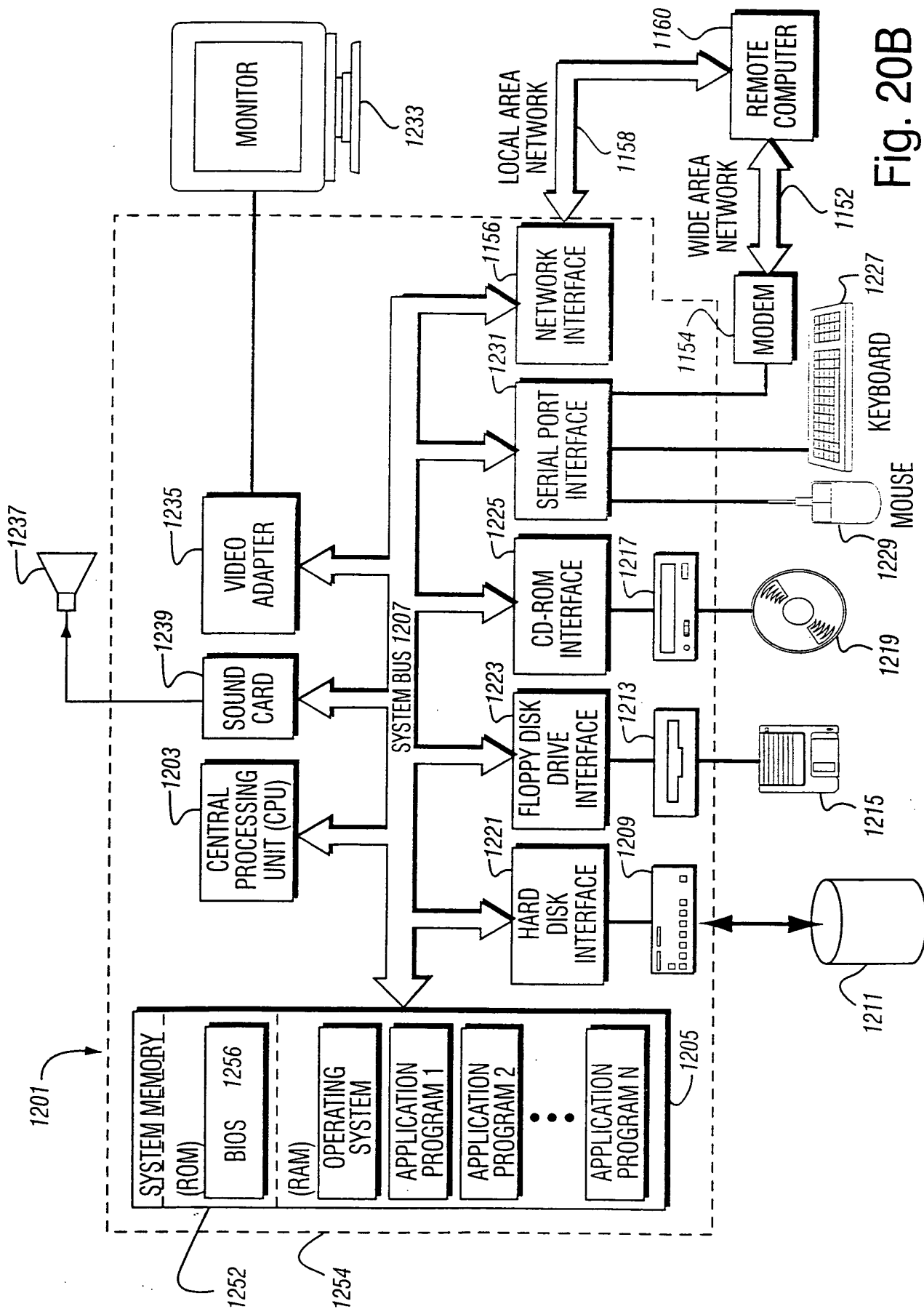
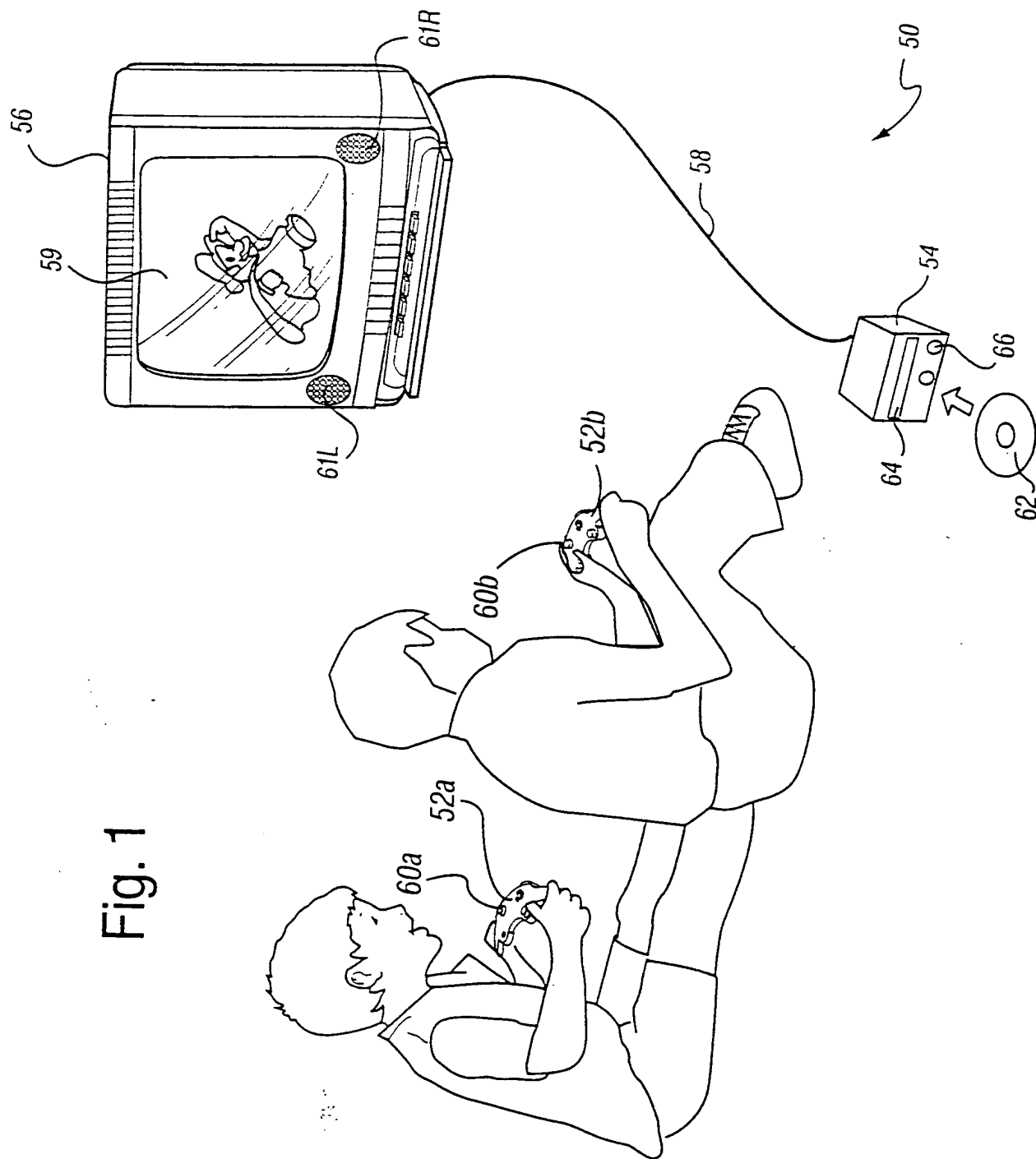


Fig. 20B

Fig. 1



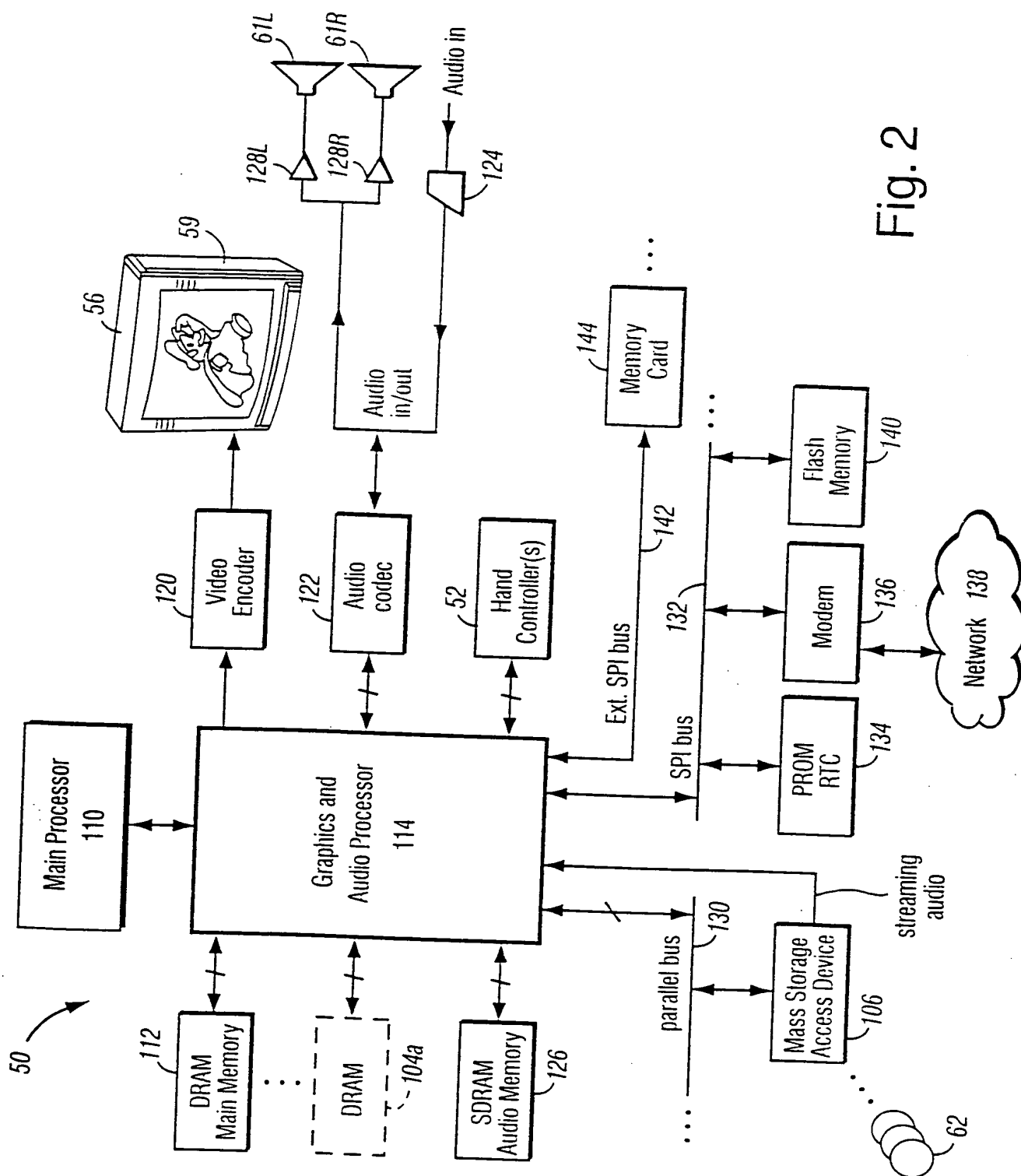
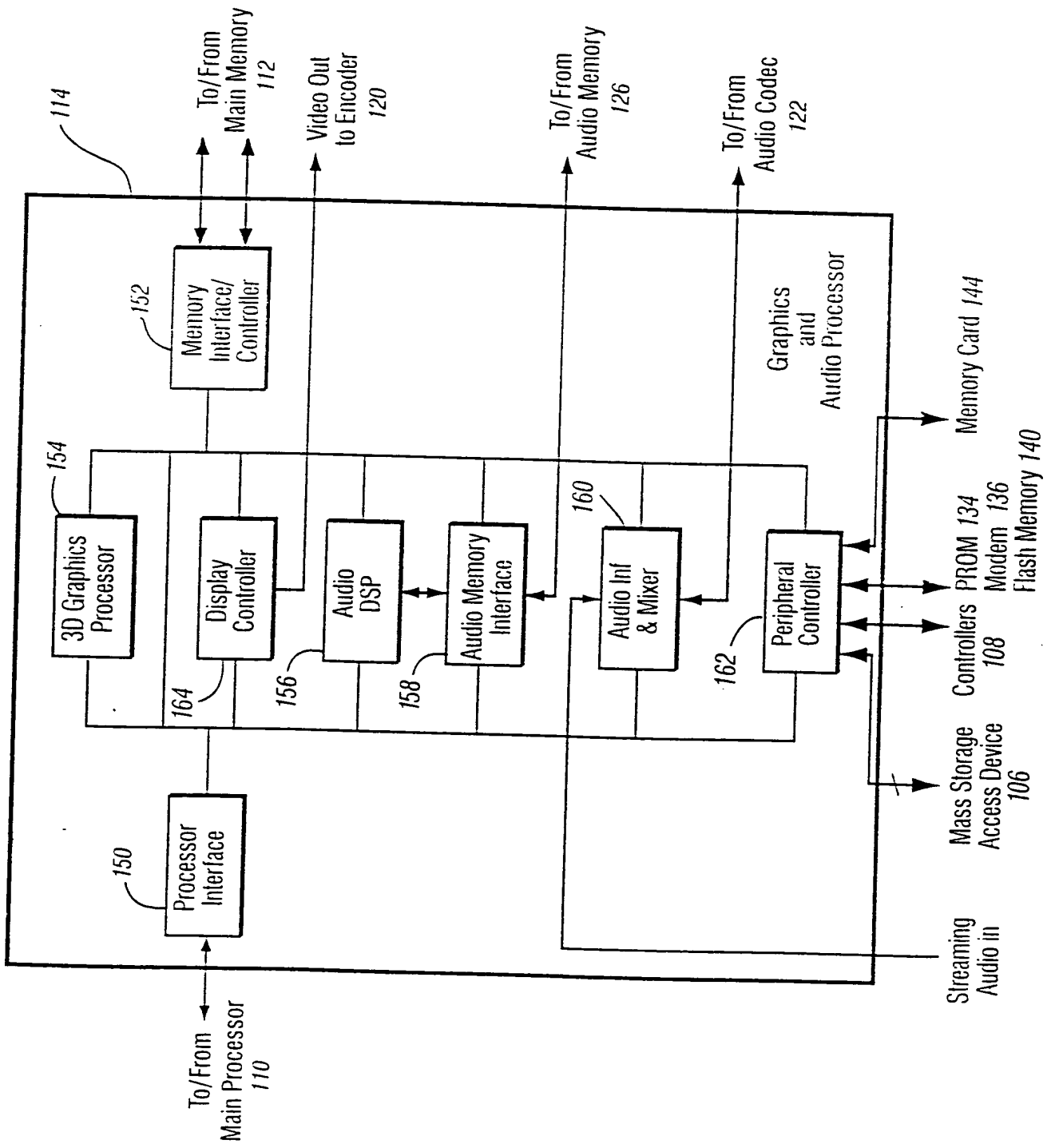


Fig. 3



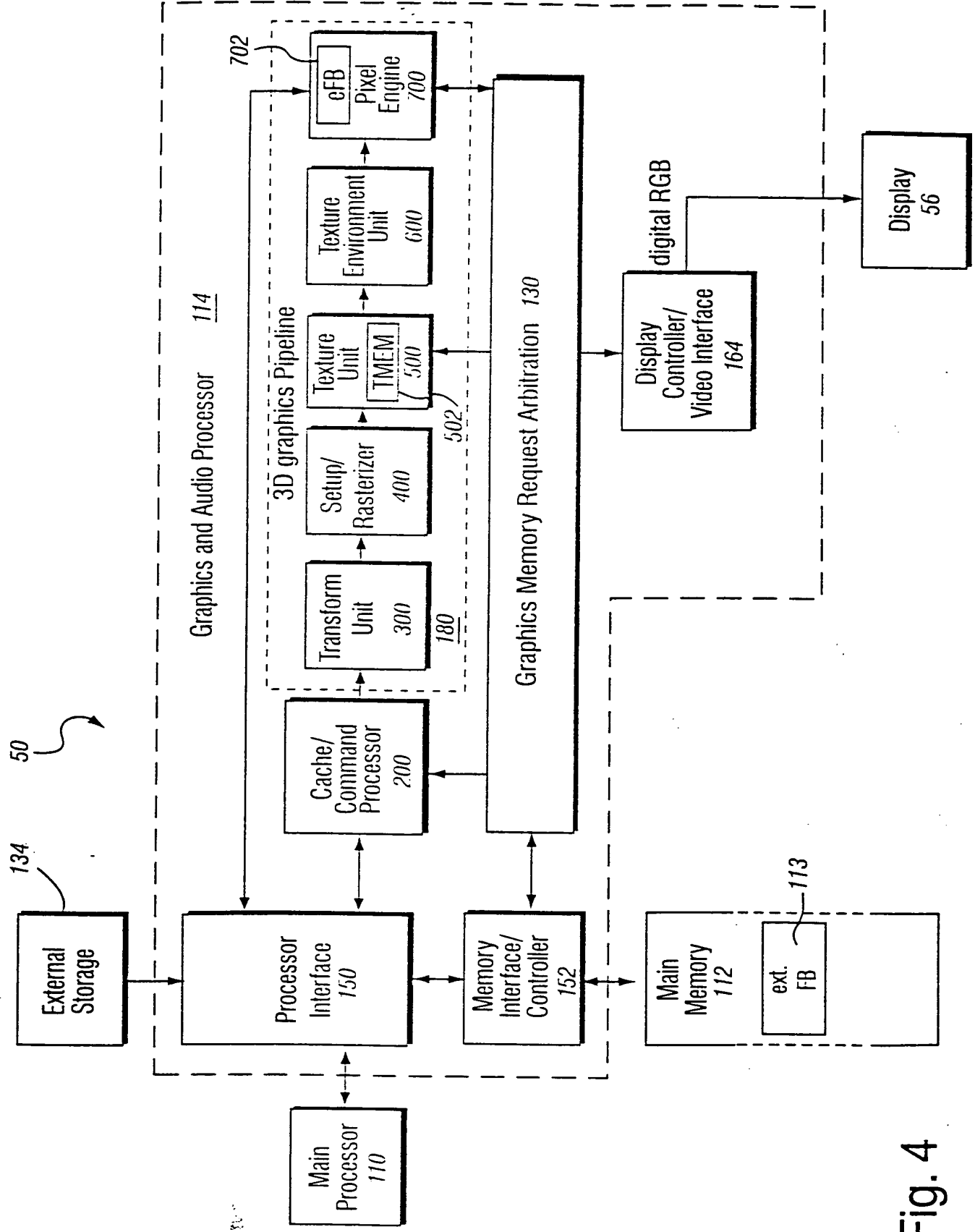


Fig. 4

Fig. 7
Example Shader Pipeline

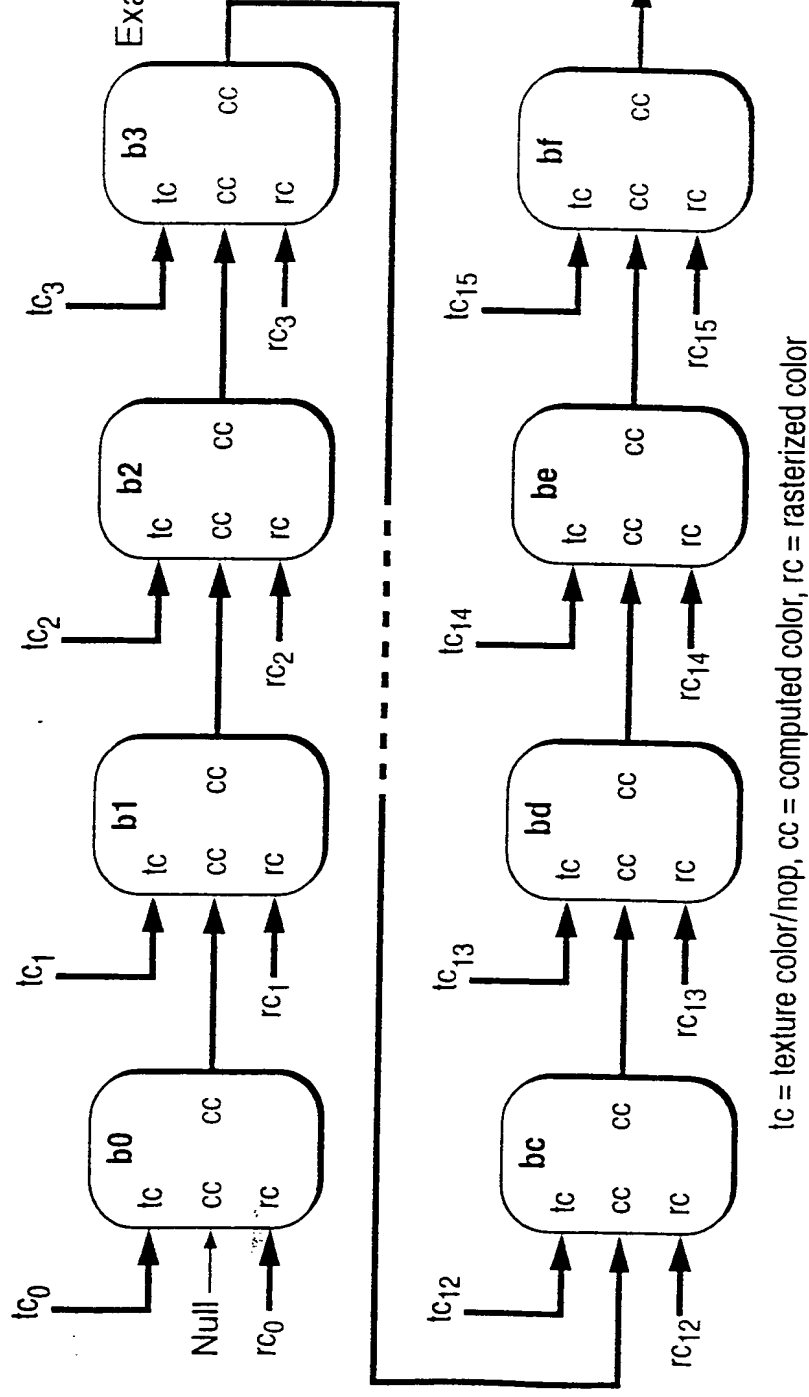
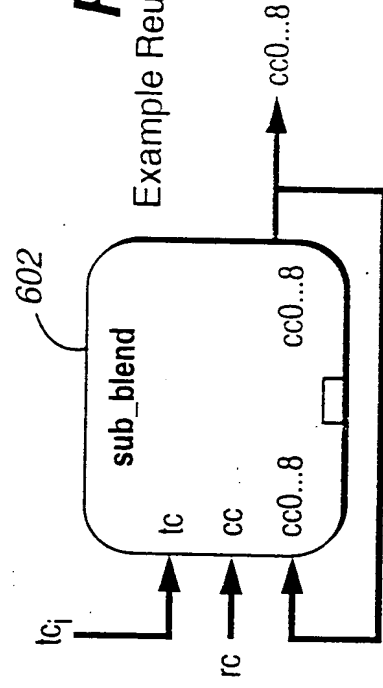


Fig. 6
Example Reusable Sub-Blend Stage



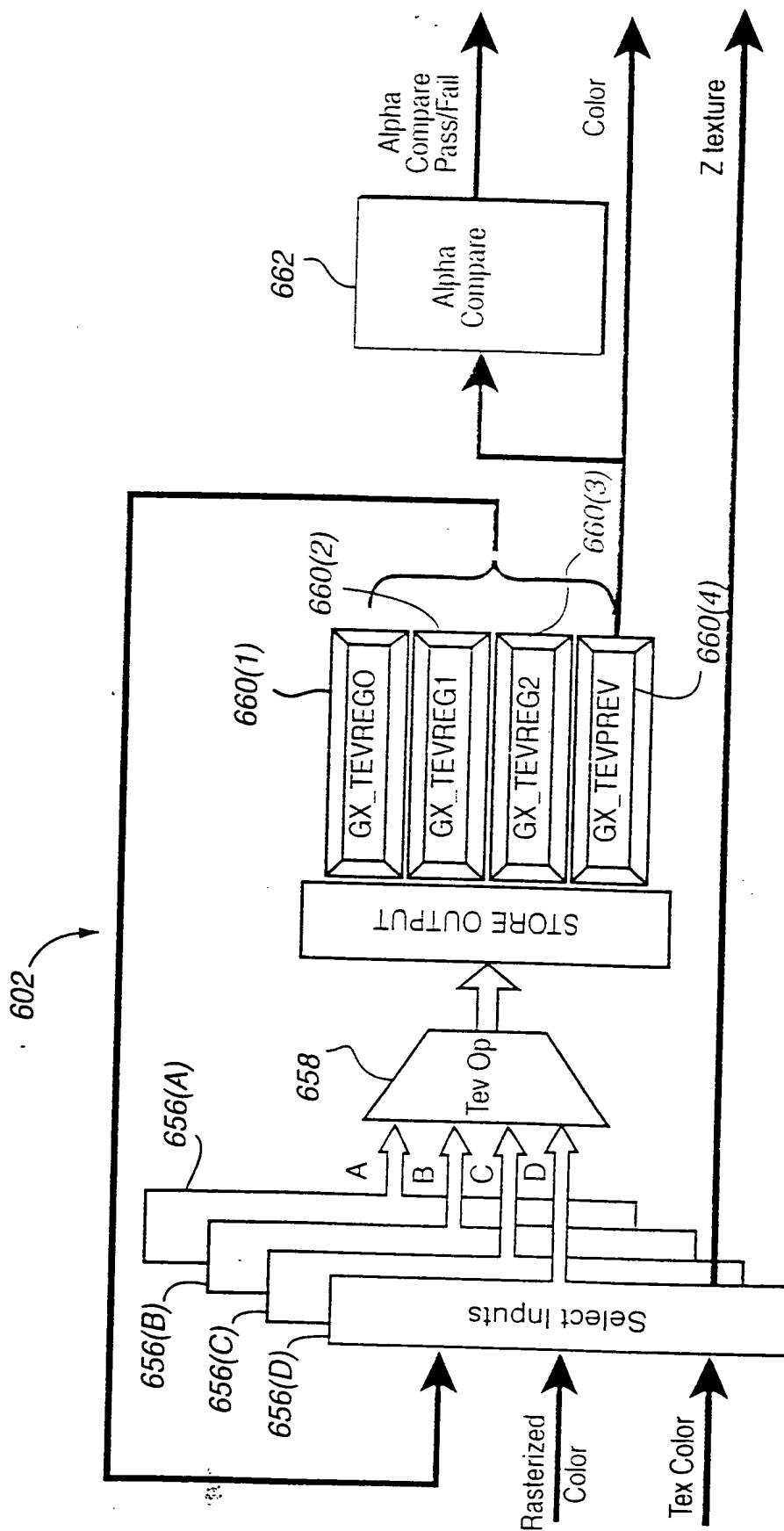


Fig.8 Example Recirculating Shader



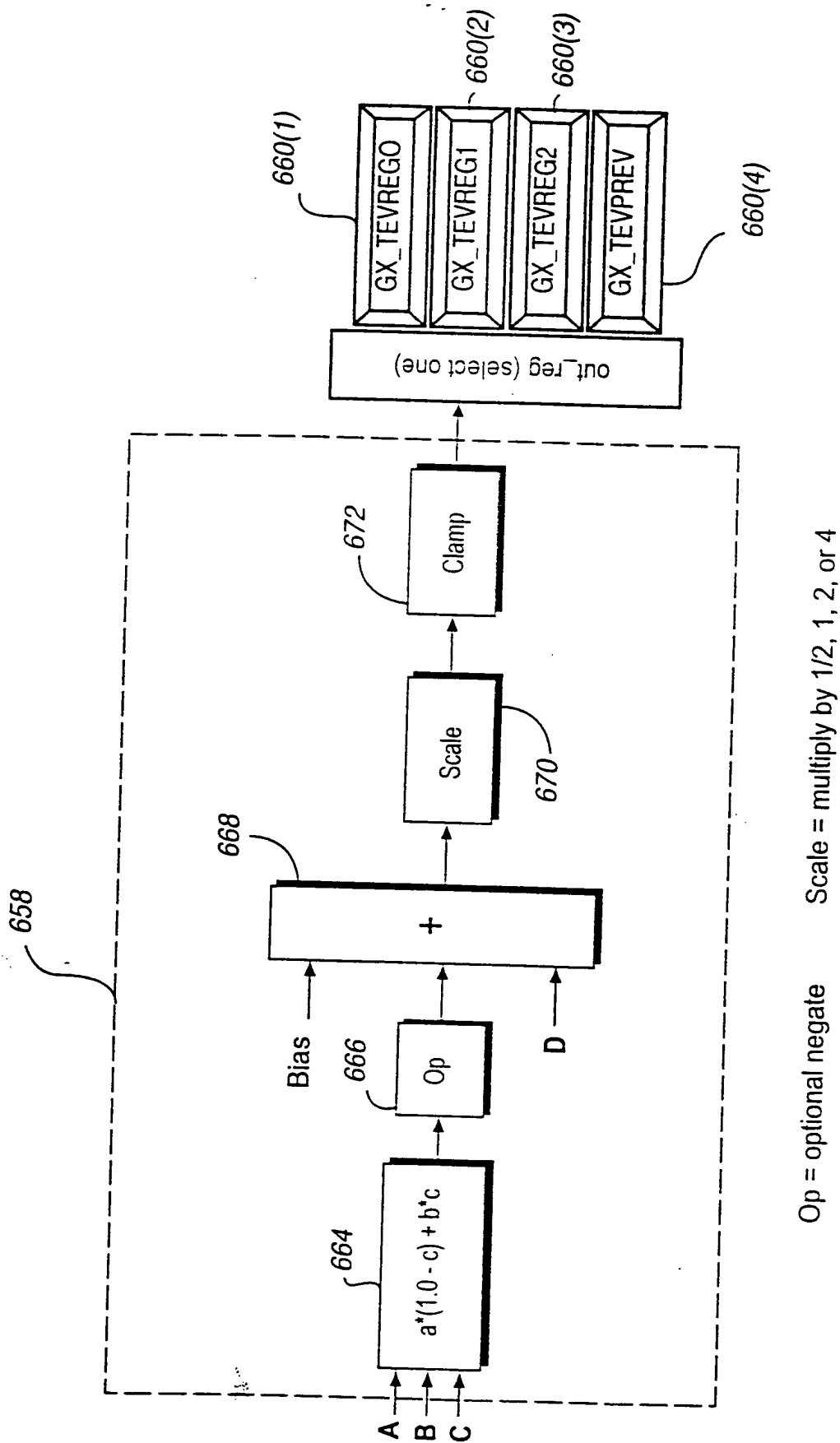


Fig. 10 Example Recirculating Shader Operation Block Diagram

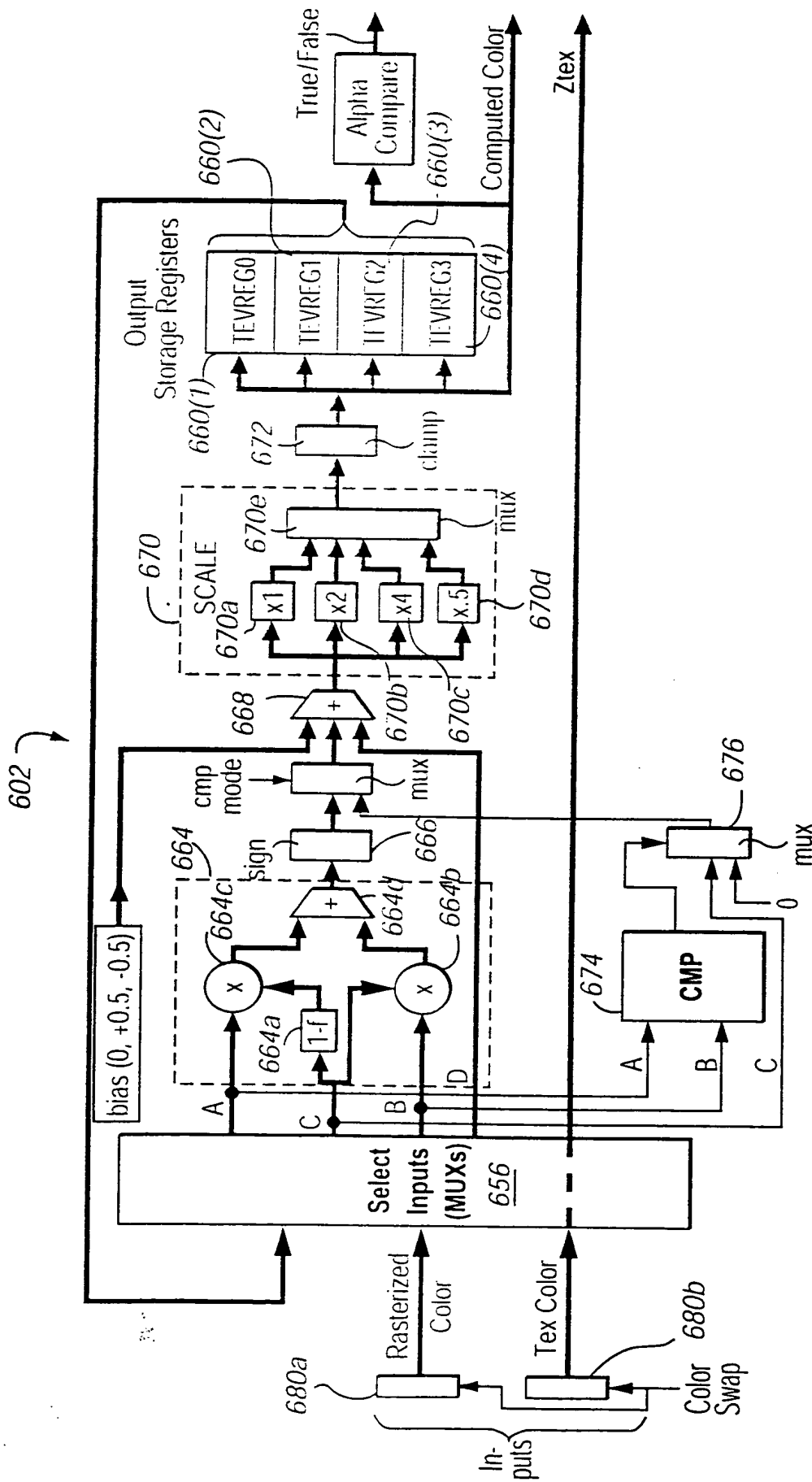


Fig. 11 Example Recirculating Shader Implementation

Fig. 12a Example Color Swap Feature

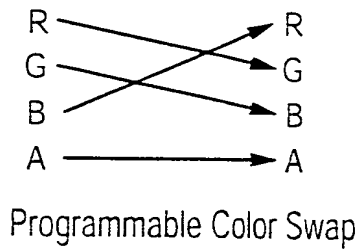
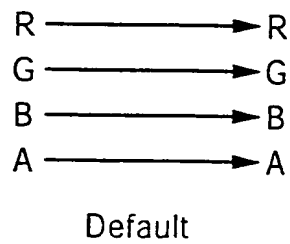


Fig. 12b Example Color Swap Feature



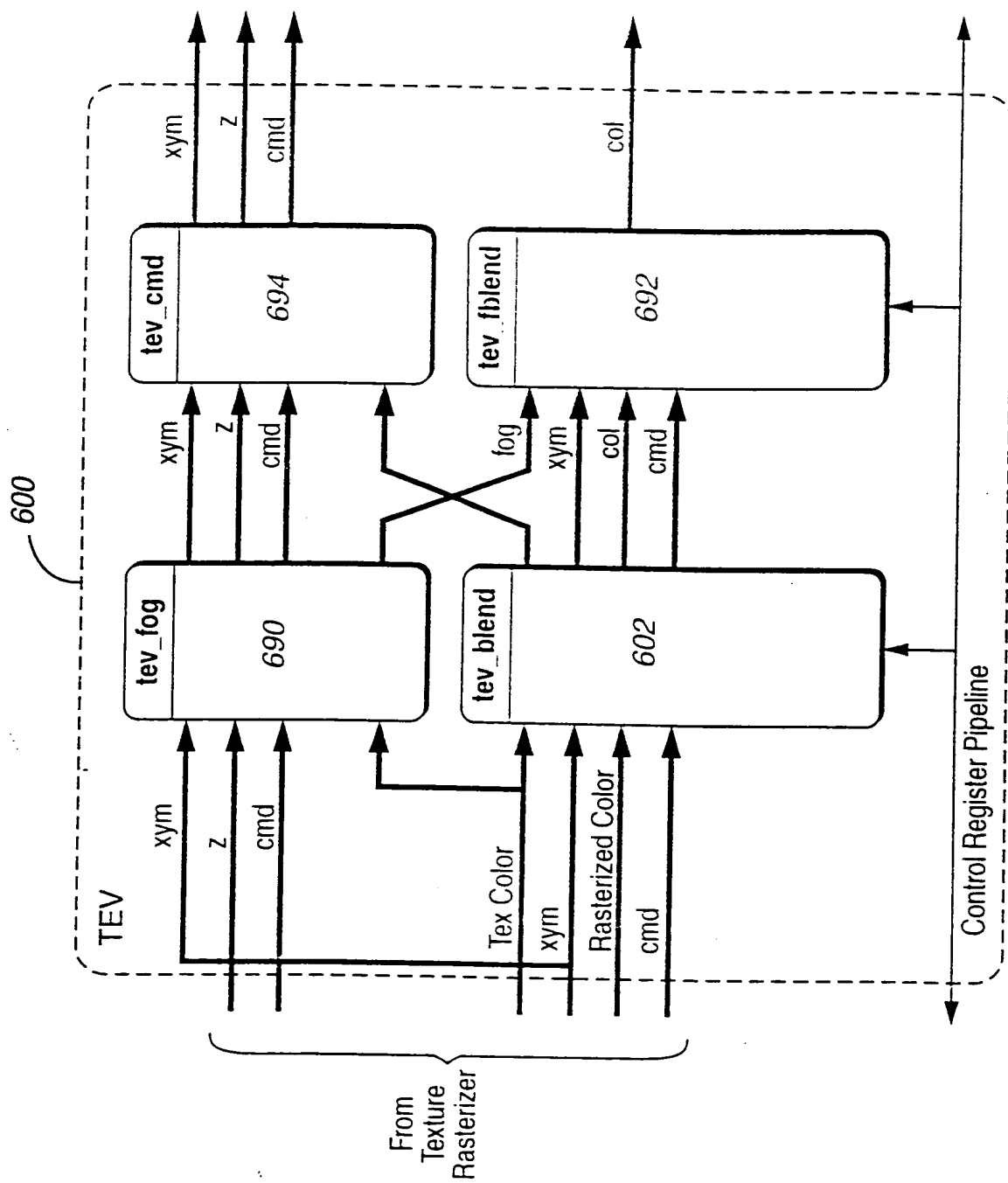


Fig. 13 Example Texture Environment Unit

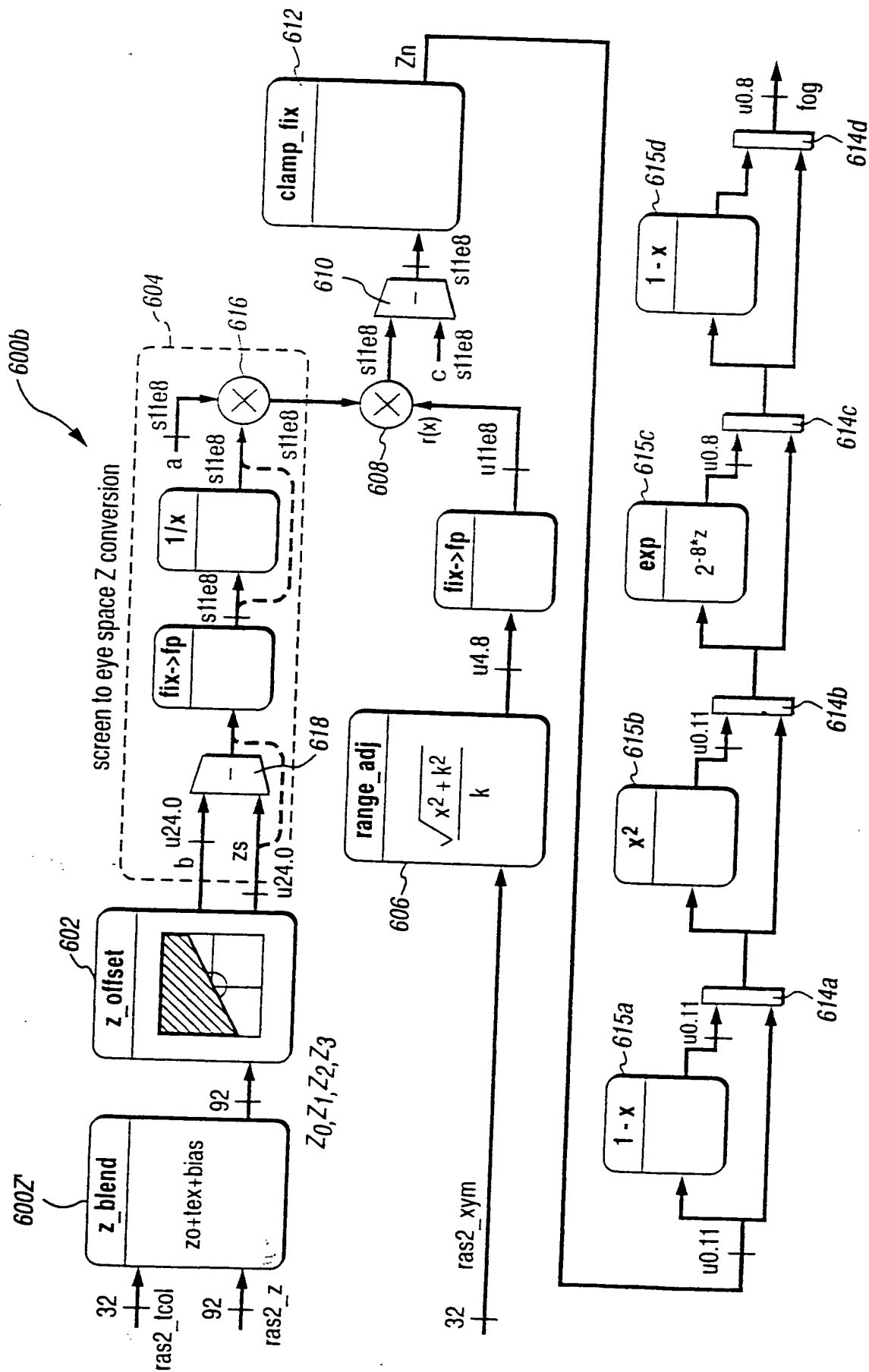


Fig. 14 EXAMPLE FOG CALCULATION UNIT

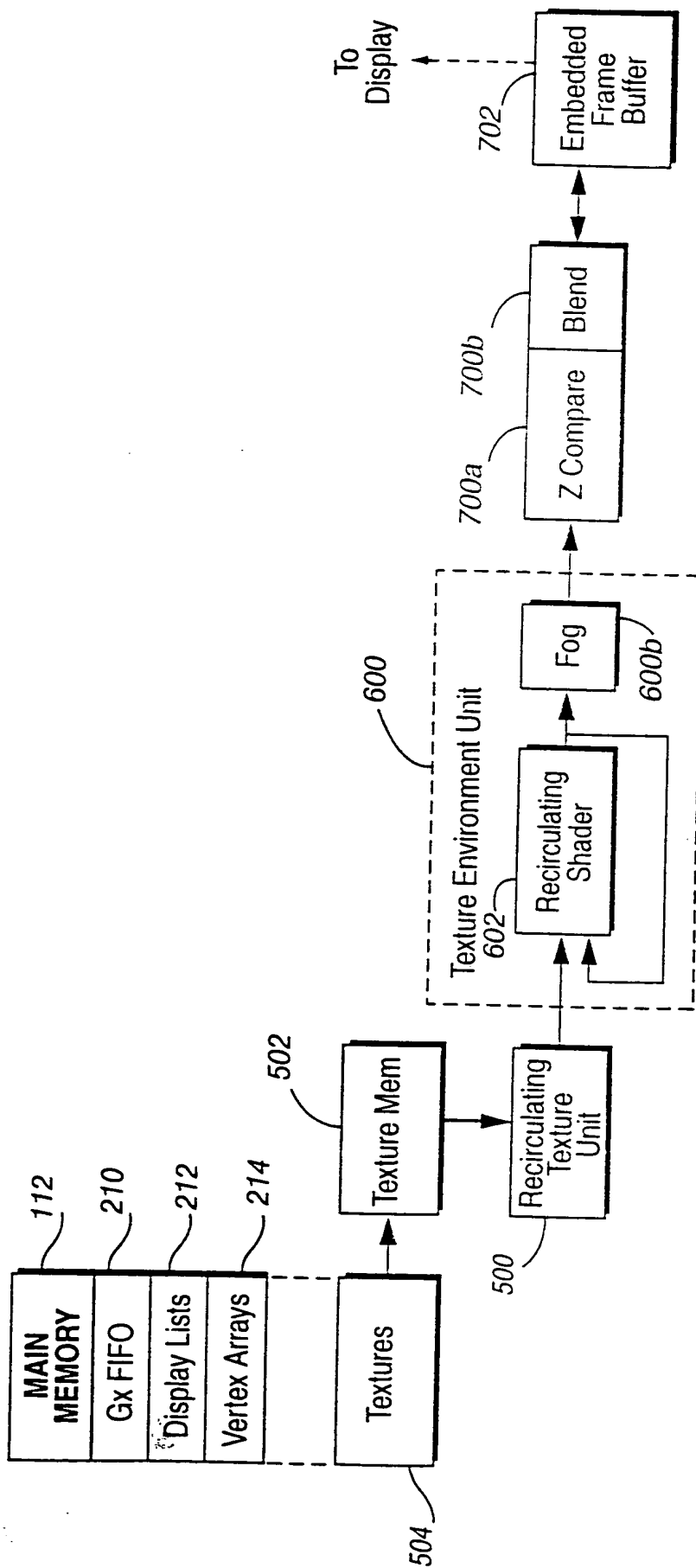


Fig. 15 Example Recirculating Shader

H:\joy\723-851-F-n16.ai

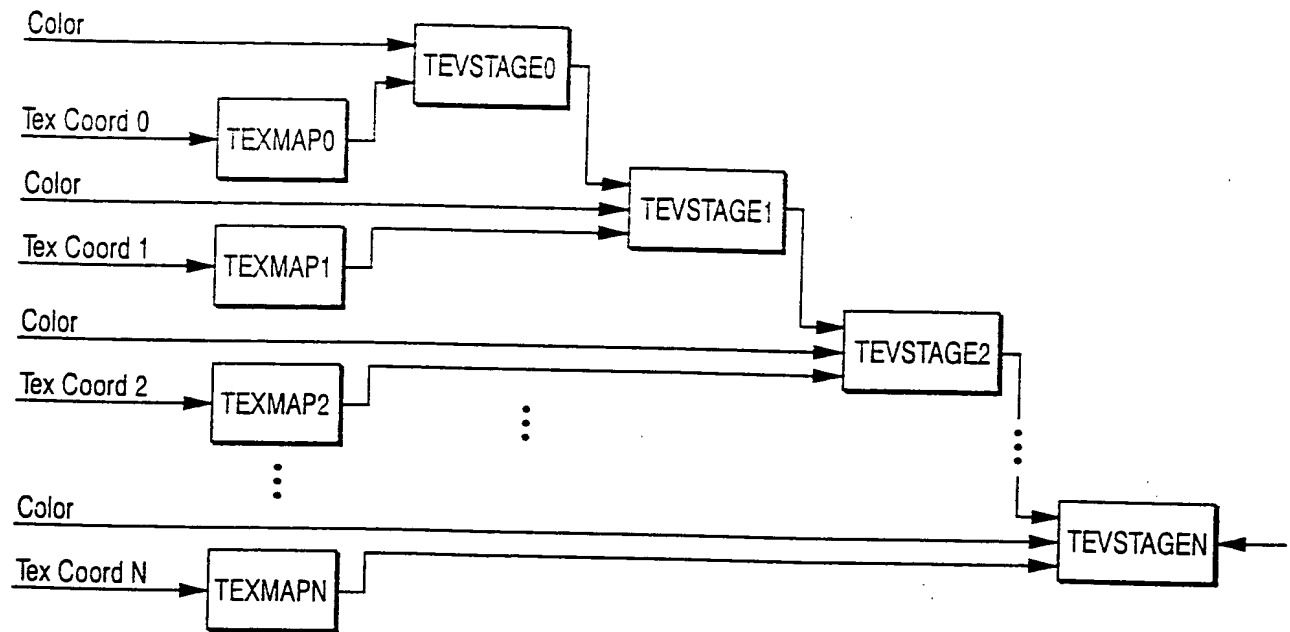


Fig. 17 Example Multi-Texture Pipeline Using Recirculating Shader

00000000 00000000 00000000 00000000

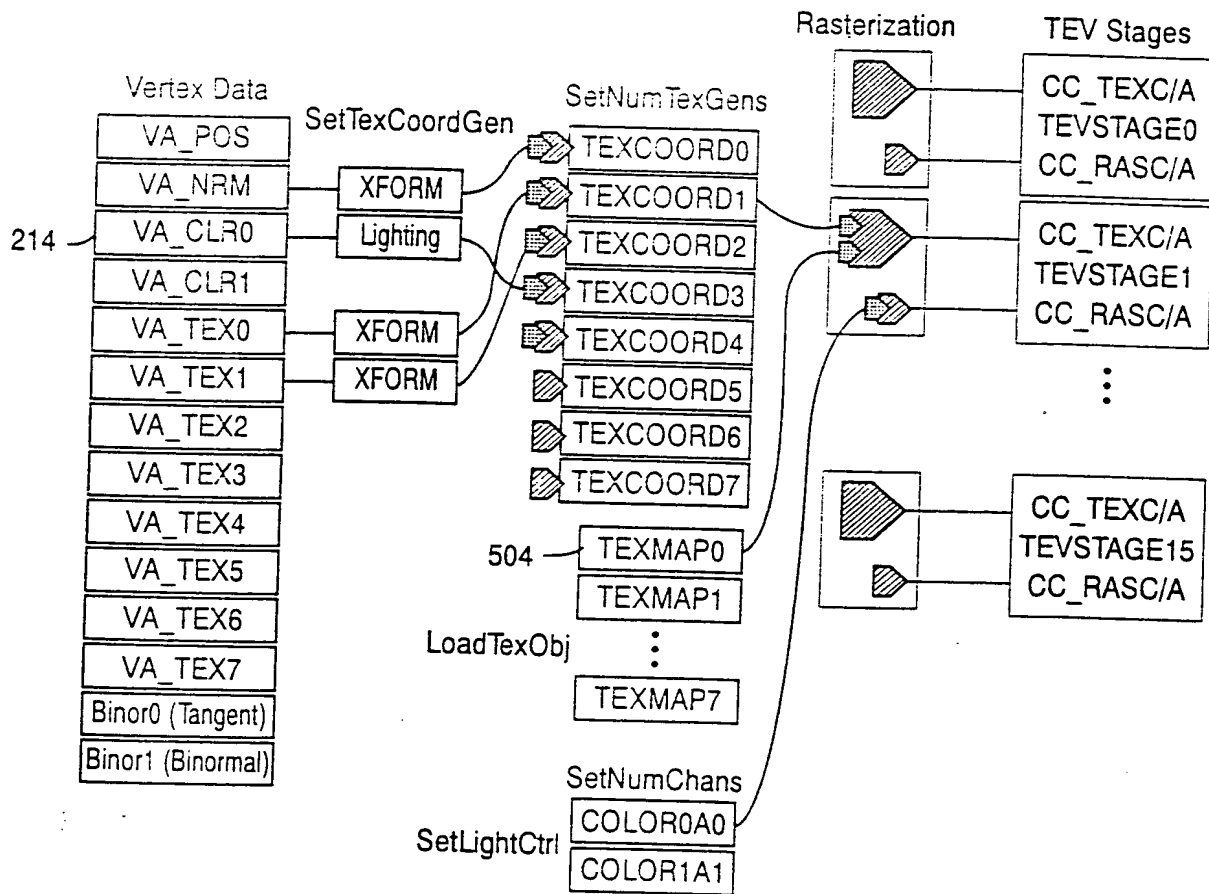
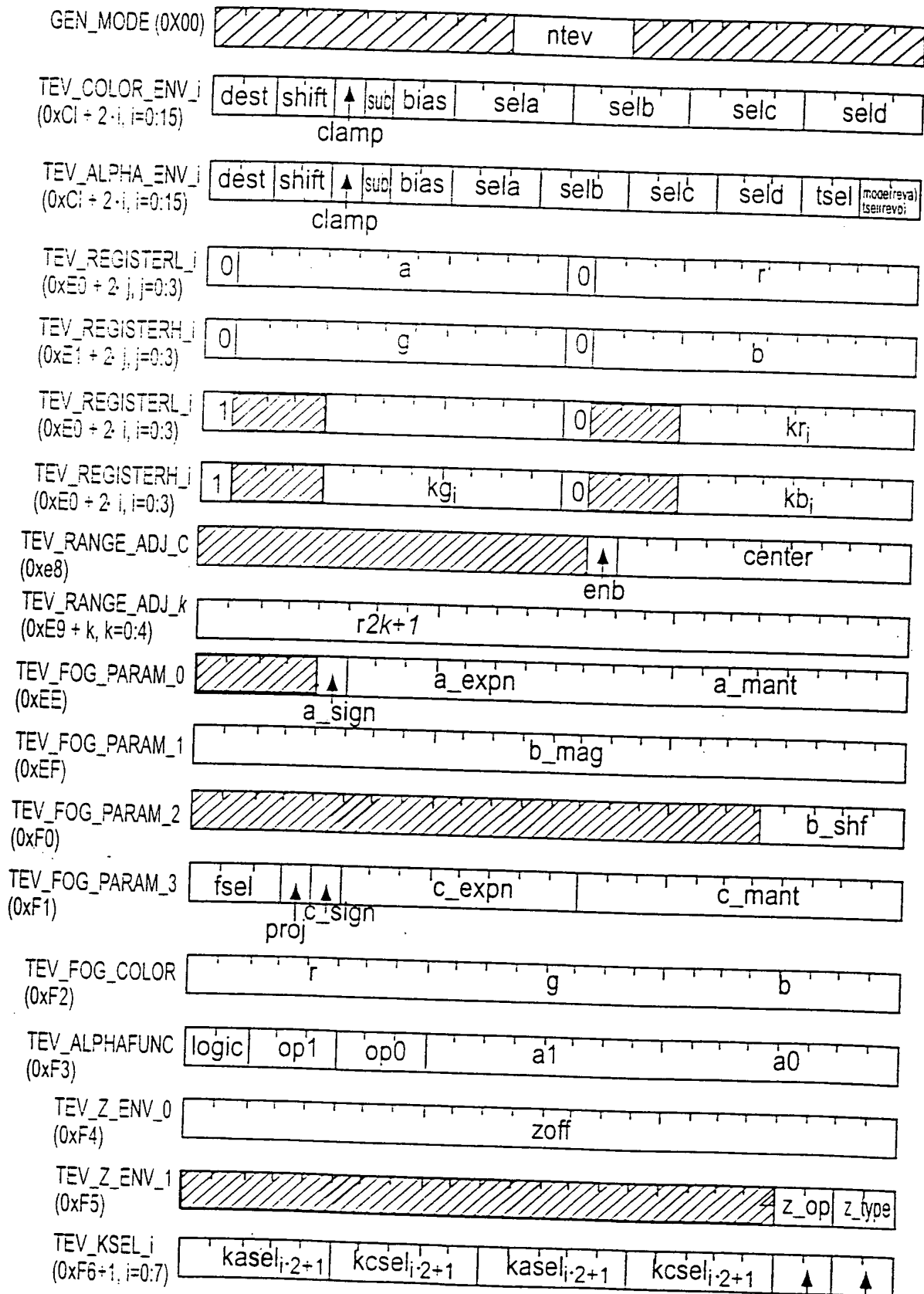


Fig. 18 Example Multi-Texture Pipeline Control

Fig. 19 Example Control Registers



$x_{gi/2} i=0,2,4,6$ $x_{ri/2} i=0,2,4,6$
 $x_{ai/2} i=1,3,5,7$ $x_{bi/2} i=1,3,5,7$